AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. - 24. Cancelled.

25. (Currently Amended) A method of object model generation, said method comprising:

a) receiving a set of values, a, representing a received first object model;

[[a)]] b) storing a set of weight values, w, expressing [[a]] the received first object model of a first type as a weighted sum of a plurality of predefined object models, each of the first type, wherein the object models of the first type comprise an avatar, such that

$w = V^{\pm} a$, wherein $V^{\pm}$ is the pseudo-inverse of V, V representing the vertex coordinates of the plurality of predefined object models;

[[b)]] c) applying the set of weight values w to a plurality of predefined models of a second type, wherein the object models of the second type comprise clothing models, to generate an output object of the second types corresponding to a weighted sum, c_{NEW}, of the predefined models of the second type wherein the output object model of the second type comprises a model of clothing garments in the shape which the garments would assume when applied to the avatars, wherein

said applying includes calculating $c_{NEW} = c\ w$, wherein c represents the vertex coordinates of the respective meshes of the predefined models of the second type; and

[[c)]] d) displaying to a user an avatar represented by the first object model of the first type simultaneously with an article of clothing represented by said output object model of the second type.

26. (Cancelled)

27. (Previously Presented) The method according to claim 25, wherein the object models of the first or second type each comprise a plurality of co-ordinates representing vertex points in a virtual space.

28. (Currently Amended) A computer readable storage medium storing computer program which when executed on a computer causes the computer to perform a method comprising:

a) receiving a set of values, a, representing a received first object model;

[[a)]] b) storing a set of weight values, w, expressing [[a]] the received first object model of a first type as a weighted sum of a plurality of predefined object models, each of the first type, wherein the object models of the first type comprise an avatar, such that

$w = V^{\pm} a$, wherein $V^{\pm}$ is the pseudo-inverse of V, V representing the vertex coordinates of the plurality of predefined object models;

[[b)]] c) applying the set of weight values w to a plurality of predefined models of a second type, wherein the object models of the second type comprise clothing models, to generate an output object of the second types corresponding to a weighted sum, c_{NEW}, of the predefined models of the second type wherein the output object model of the second type comprises a model of clothing garments in the shape which the garments would assume when applied to the avatars, wherein

said applying includes calculating $c_{NEW} = c\ w$, wherein c represents the vertex coordinates of the respective meshes of the predefined models of the second type; and

[[c)]] d) displaying to a user an avatar represented by the first object model of the first type simultaneously with an article of clothing represented by said output object model of the second type.

29. (Currently Amended) The method according to claim 25, further comprising:

transmitting information relating to a first object model of a first type to an object model server after step [[a)]] b) and before step [[b)]] c).

30. (Previously Presented) The method according to claim 29, wherein the transmitted information is the first object model itself.

31. (Currently Amended) A system for object model generation, said system comprising a program controlled computer including:

means for receiving a set of values, a, representing a received first object model;

means for storing a set of weight values, w, expressing [[a]] the received first object model of a first type as a weighted sum of a plurality of predefined object models, each of the first type, wherein the object models of the first type are avatars, such that

$w = V^{\pm} a$, wherein $V^{\pm}$ is the pseudo-inverse of V, V representing the vertex coordinates of the plurality of predefined object models;

model generation means arranged in operation to apply the set of weight values w to a plurality of predefined models of a second type, wherein the object models of the second type are

clothing models, to generate an output object model of the second type corresponding to a weighted sum, c_{NEW}, of the predefined models of the second type wherein the output object model of the second type ~~is a~~ comprises a model of clothing garments in the shape which the garments would assume when applied to the avatars, wherein

$c_{NEW} = c\ w$, wherein c represents the vertex coordinates of the respective meshes of the predefined models of the second type; and

display means for displaying to a user an avatar represented by the first object model of the first type simultaneously with an article of clothing represented by said output object model of the second type.

32. (Previously Presented) The system according to claim 31, wherein the object models of the first or second type each comprise a plurality of co-ordinates representing vertex points in a virtual space.

33.-34. (Cancelled)